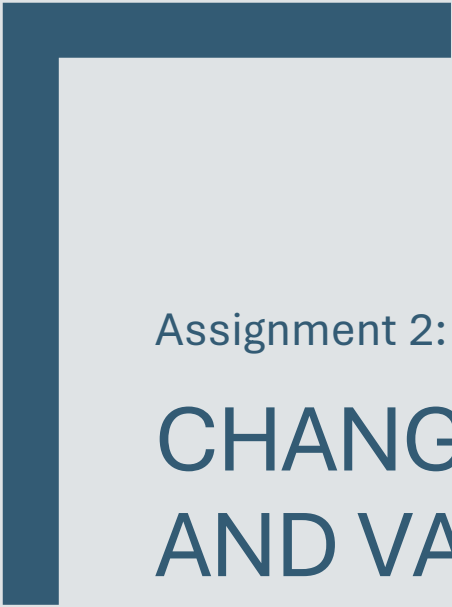




Assignment 2: Practical & Professional Development

CHANGEMAKERS: CREATIVITY AND VALUE CREATION

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UWTSD | Software Engineering



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1 INTRODUCTION

This report documents the planning, development, implementation and evaluation of an interactive Phasmophobia help guide website. The project aimed to improve an existing website by enhancing its usability, accessibility and functionality through the introduction of interactive features, including a ghost inspection system, evidence tracker and advanced search functionality.

The report begins by examining the collection and analysis of user feedback through a pilot survey and final survey. The findings from this feedback informed key design and development decisions throughout the project. The practical implementation phase is then discussed, covering UI/UX improvements, database restructuring and technical challenges encountered during development.

In addition, the report explores enterprise and innovation concepts by considering how the project could be developed, deployed, maintained and evolved within a large organisation. A PEST analysis is also conducted to evaluate the external factors that may influence implementation. Finally, the report reflects on user feedback, project outcomes, skills developed throughout the module, project management practices and the potential positive social impact of both the project and the knowledge gained during its completion.

2 PRACTICAL DEVELOPMENT / IMPLEMENTATION

Section 2.1 follows data collection in the form of a survey. Survey was answered and reviewed by a number of peers where results were collated and analysed. From this survey, changes to original project plans and development were documented.

Section 2.2 follows practical implementation with a description of weekly practical increments.

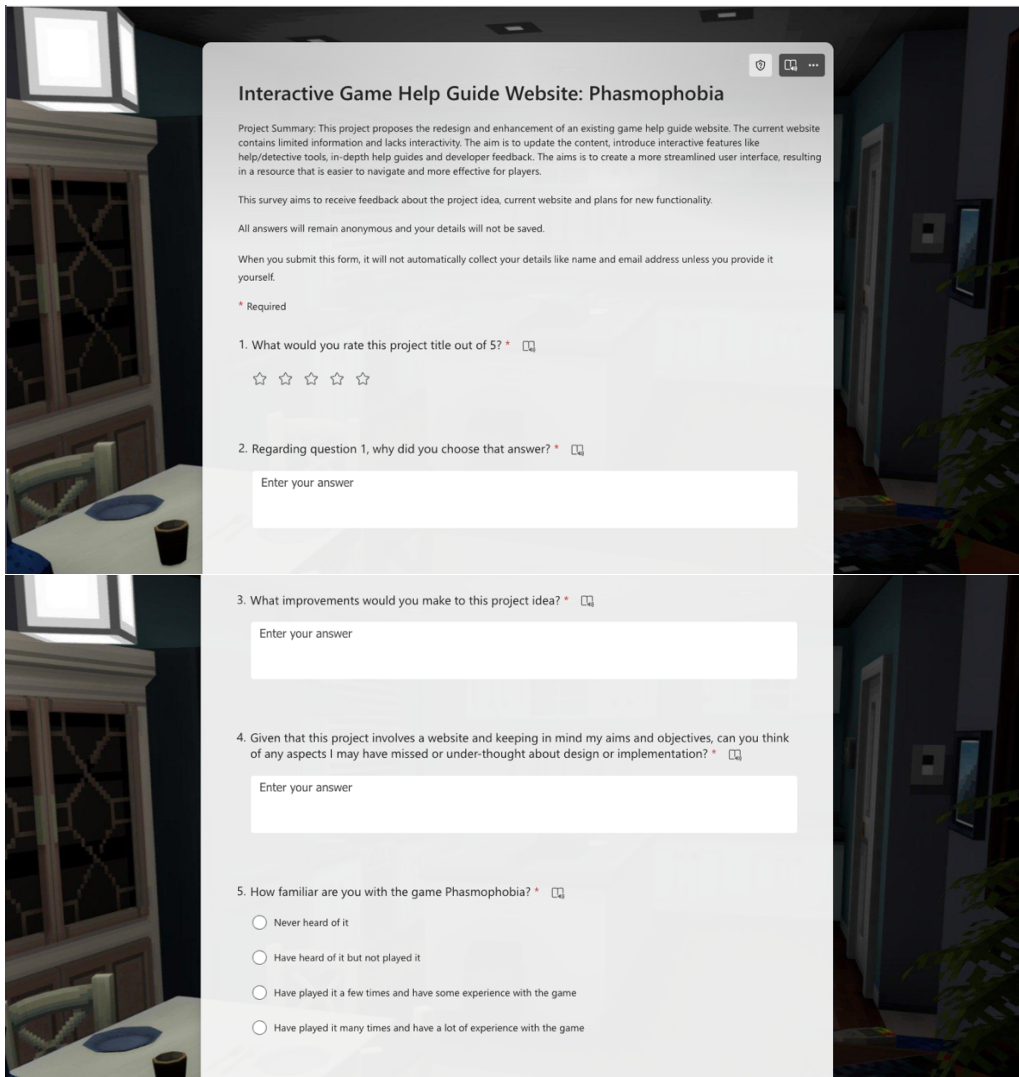
2.1 INITIAL FEEDBACK

2.1.1 DATA COLLECTION SURVEY

Survey was broken down into 3 increments, 2 increments of the main survey with a pilot survey to gather data on the usefulness of the original main survey.

2.1.1.1 MAIN SURVEY

Original main survey consisted of the following:



Interactive Game Help Guide Website: Phasmophobia

Project Summary: This project proposes the redesign and enhancement of an existing game help guide website. The current website contains limited information and lacks interactivity. The aim is to update the content, introduce interactive features like help/detective tools, in-depth help guides and developer feedback. The aims is to create a more streamlined user interface, resulting in a resource that is easier to navigate and more effective for players.

This survey aims to receive feedback about the project idea, current website and plans for new functionality.

All answers will remain anonymous and your details will not be saved.

When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself.

* Required

1. What would you rate this project title out of 5? * [📌]

☆☆☆☆☆

2. Regarding question 1, why did you choose that answer? * [📌]

Enter your answer

3. What improvements would you make to this project idea? * [📌]

Enter your answer

4. Given that this project involves a website and keeping in mind my aims and objectives, can you think of any aspects I may have missed or under-thought about design or implementation? * [📌]

Enter your answer

5. How familiar are you with the game Phasmophobia? * [📌]

☐ Never heard of it

☐ Have heard of it but not played it

☐ Have played it a few times and have some experience with the game

☐ Have played it many times and have a lot of experience with the game

6. If you are familiar with this game, would you find these new interactive features useful and why? *

7. What would you rate the current design (colour scheme and visual aspects) out of 5? *

☆☆☆☆

8. What would you rate the current UX (user experience, website traversal, ease of accessibility) out of 5? *

☆☆☆☆

9. Regarding questions 7 and 8, why did you choose those answers? Please use this space to explain your choices *

You can print a copy of your answer after you submit

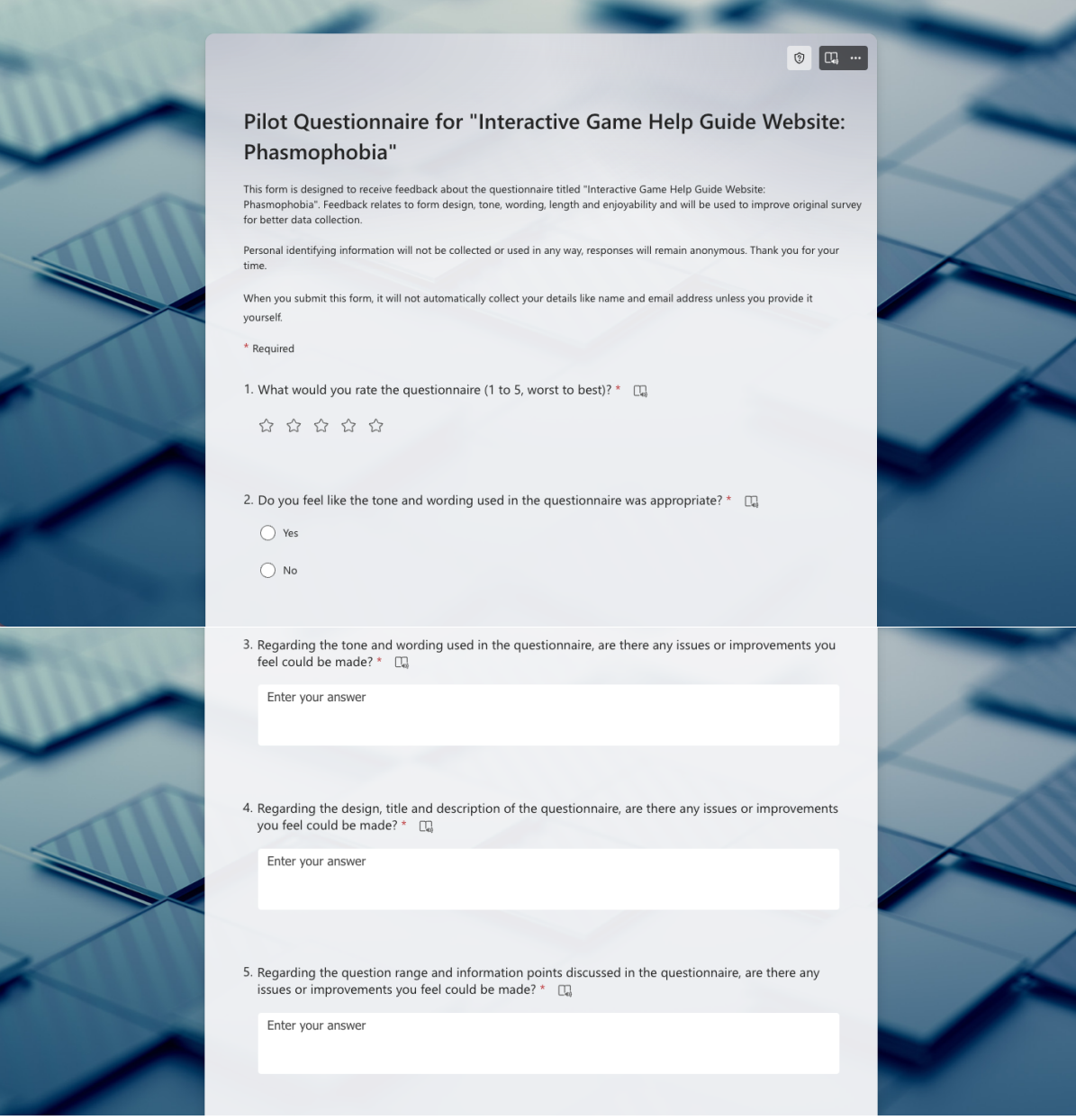
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Figure 1 – Original main data collection survey titled “Interactive Game Help Guide Website: Phasmophobia”

2.1.1.2 PILOT SURVEY: QUESTIONS

Pilot survey consists of the following:



The image shows a screenshot of a web-based pilot questionnaire. The title is "Pilot Questionnaire for 'Interactive Game Help Guide Website: Phasmophobia'". The form includes an introduction, a privacy statement, and five numbered questions. Question 1 is a 5-point rating scale. Question 2 is a yes/no question about tone and wording. Questions 3, 4, and 5 are open-ended questions about issues or improvements regarding tone/wording, design/title/description, and question range/information points, respectively. Each open-ended question has a text input field labeled "Enter your answer".

Pilot Questionnaire for "Interactive Game Help Guide Website: Phasmophobia"

This form is designed to receive feedback about the questionnaire titled "Interactive Game Help Guide Website: Phasmophobia". Feedback relates to form design, tone, wording, length and enjoyability and will be used to improve original survey for better data collection.

Personal identifying information will not be collected or used in any way, responses will remain anonymous. Thank you for your time.

When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself.

* Required

1. What would you rate the questionnaire (1 to 5, worst to best)? * 

☆ ☆ ☆ ☆ ☆

2. Do you feel like the tone and wording used in the questionnaire was appropriate? * 

☐ Yes

☐ No

3. Regarding the tone and wording used in the questionnaire, are there any issues or improvements you feel could be made? * 

Enter your answer

4. Regarding the design, title and description of the questionnaire, are there any issues or improvements you feel could be made? * 

Enter your answer

5. Regarding the question range and information points discussed in the questionnaire, are there any issues or improvements you feel could be made? * 

Enter your answer

6. Choose the most appropriate response to your experience for the following statements: * 

	Strongly disagree	Disagree	Neutral	Agree	Strongly agree
Questionnaire included an appropriate number of questions	☐	☐	☐	☐	☐
Questionnaire included an appropriate range of question types	☐	☐	☐	☐	☐
Questionnaire included an appropriate range of topics	☐	☐	☐	☐	☐

7. How willing would you be to complete the questionnaire again? * 

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Not at all likely Extremely likely

8. Any other comments about questionnaire 

Enter your answer

You can print a copy of your answer after you submit

Submit

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Figure 2 – Pilot data collection survey titled “Pilot Questionnaire for “Interactive Game Help Guide Website: Phasmophobia” ”

2.1.1.3 PILOT SURVEY: RESULTS

Question 1:

1. What would you rate the questionnaire (1 to 5, worst to best)?

[More details](#)



Figure 3 – Question 1 of pilot survey, “What would you rate the questionnaire”

Result: The questionnaire received relatively low ratings.

Action: Use participant feedback to improve the main survey.

Question 2:

2. Do you feel like the tone and wording used in the questionnaire was appropriate?

[More details](#)



Figure 4 – Question 2 of pilot survey, “Do you feel like the tone and wording used in the questionnaire was appropriate?”

Result: All participants agreed that the wording required improvement.

Action: Use findings from Question 3 to refine the wording.

Question 3:

3. Regarding the tone and wording used in the questionnaire, are there any issues or improvements you feel could be made?

3 Responses

ID ↑	Name	Responses
1	anonymous	Questionnaire should be impersonal, references to "I" should be removed
2	anonymous	Tone felt a little but unprofessional for this type of survey
3	anonymous	Questions should be directed at the user and no personal language should be used

Figure 5 – Question 3 of pilot survey, “Regarding the tone and wording used in the questionnaire, are there any issues or improvements you feel could be made?”

Result: Participants suggested removing first-person language to improve professionalism.

Action: Amend the main survey accordingly.

Question 4:

4. Regarding the design, title and description of the questionnaire, are there any issues or improvements you feel could be made?

3 Responses

ID ↑	Name	Responses
1	anonymous	Description could include more information
2	anonymous	Description was vague
3	anonymous	Questions could be ordered differently, that would make the questionnaire flow better

Figure 6 – Question 4 of pilot survey, “Regarding the design, title and description of the questionnaire, are there any issues or improvements you feel could be made?”

Result: The survey description lacked detail, and the question order could be improved.

Action: Review question sequencing and expand the survey description.

Question 5:

5. Regarding the question range and information points discussed in the questionnaire, are there any issues or improvements you feel could be made?

3 Responses

ID ↑	Name	Responses
1	anonymous	No
2	anonymous	Questions could be worded better and be more specific
3	anonymous	No

Figure 7 – Question 5 of pilot survey, “Regarding the question range and information points discussed in the questionnaire, are there any issues or improvements you feel could be made?”

Result: Feedback was generally positive, although wording remained a concern.

Action: Refine question wording to improve clarity and precision.

Question 6:

6. Choose the most appropriate response to your experience for the following statements:

[More details](#)



Figure 8 – Question 6 of pilot survey, “Choose the most appropriate response to your experience for the following statements:”

Result: Participants were satisfied with the topic coverage and number of questions.

Opinions on question variety were mixed.

Action: Consider introducing additional question types, although this is not a priority.

Question 7:

7. How willing would you be to complete the questionnaire again?

3 Responses

ID ↑	Name	Score	Category
1	anonymous	7	Passives
2	anonymous	6	Detractors
3	anonymous	6	Detractors

Figure 9 – Question 7 of pilot survey, “How willing would you be to complete the questionnaire again?”

Result: Responses were generally positive.

Action: Implement the previously identified improvements; no further changes are required.

Question 8:

8. Any other comments about questionnaire

[More details](#)

1
Responses

Latest Responses

"Question 6 is required but not everyone will be able to answer it"

Figure 10 – Question 8 of pilot survey, “Any other comments about questionnaire”

Result: A participant noted that Question 6 required prior knowledge of the game.

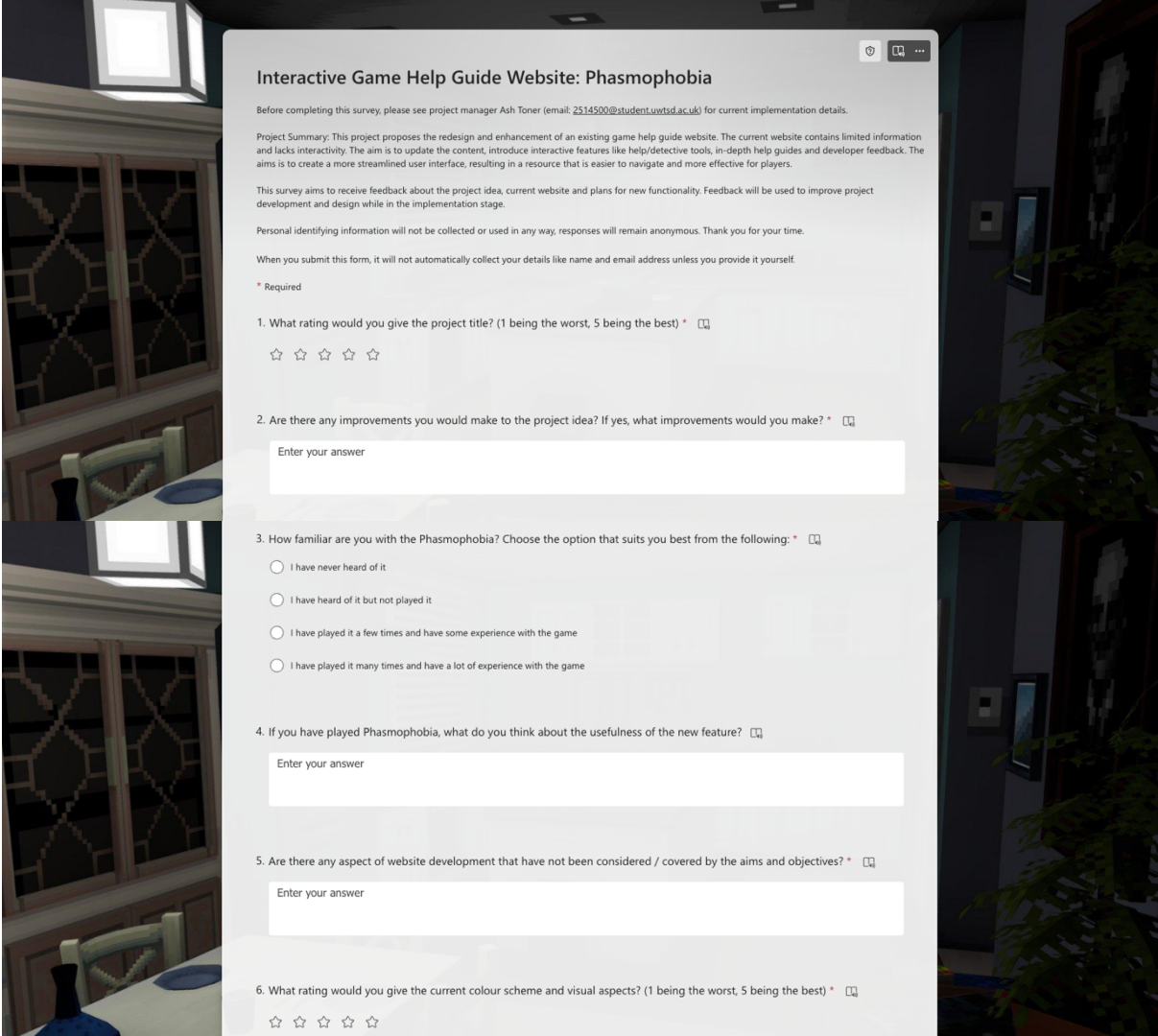
Action: Make Question 6 optional.

2.1.1.4 FINAL SURVEY / SURVEY CHANGES

Changes (Summary):

- The survey description was expanded to include additional information and contact details.
- Removed personal language.
- Question wording was revised for clarity.
- Re-ordered questions.

The final survey consisted of the following:



Interactive Game Help Guide Website: Phasmophobia

Before completing this survey, please see project manager Ash Toner (email: 2514500@student.uwtsd.ac.uk) for current implementation details.

Project Summary: This project proposes the redesign and enhancement of an existing game help guide website. The current website contains limited information and lacks interactivity. The aim is to update the content, introduce interactive features like help/detective tools, in-depth help guides and developer feedback. The aim is to create a more streamlined user interface, resulting in a resource that is easier to navigate and more effective for players.

This survey aims to receive feedback about the project idea, current website and plans for new functionality. Feedback will be used to improve project development and design while in the implementation stage.

Personal identifying information will not be collected or used in any way, responses will remain anonymous. Thank you for your time.

When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself.

* Required

1. What rating would you give the project title? (1 being the worst, 5 being the best) * [📏]

☆ ☆ ☆ ☆ ☆

2. Are there any improvements you would make to the project idea? If yes, what improvements would you make? * [📏]

Enter your answer

3. How familiar are you with the Phasmophobia? Choose the option that suits you best from the following: * [📏]

☐ I have never heard of it

☐ I have heard of it but not played it

☐ I have played it a few times and have some experience with the game

☐ I have played it many times and have a lot of experience with the game

4. If you have played Phasmophobia, what do you think about the usefulness of the new feature? [📏]

Enter your answer

5. Are there any aspect of website development that have not been considered / covered by the aims and objectives? * [📏]

Enter your answer

6. What rating would you give the current colour scheme and visual aspects? (1 being the worst, 5 being the best) * [📏]

☆ ☆ ☆ ☆ ☆

6. What rating would you give the current colour scheme and visual aspects? (1 being the worst, 5 being the best) * [🔒]

☆ ☆ ☆ ☆ ☆

7. What rating would you give the current UX (user experience, website traversal, ease of accessibility)? (1 being the worst, 5 being the best) * [🔒]

☆ ☆ ☆ ☆ ☆

8. Are there any aspects of the design or UX you think could be improved? If yes, what improvements would you make? * [🔒]

Enter your answer

9. Any other comments/improvements you wish to note can be made here: [🔒]

Enter your answer

You can print a copy of your answer after you submit

Submit

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Figure 11 – Final main data collection survey titled “Interactive Game Help Guide Website: Phasmophobia”

2.1.2 SUMMARY OF FINDINGS / CHANGES MADE

Question 1:

1. What rating would you give the project title? (1 being the worst, 5 being the best)

[More details](#)



Figure 12 – Question 1 of final main survey, “What rating would you give the project title? (1 being the worst, 5 being the best)”

Result: Feedback was overwhelmingly positive.

Response: No response required.

Action: No action required.

Question 2:

2. Are there any improvements you would make to the project idea? If yes, what improvements would you make?

3 Responses

ID ↑	Name	Responses
1	anonymous	Yes, maybe be more specific on what the help/detective tools are?
2	anonymous	What do you mean by "developer feedback" - like from you or the phasmophobia developers?
3	anonymous	Information on how to access the final project would be nice, will this be a live website? or something hosted locally?

Figure 13 – Question 2 of final main survey, “Are there any improvements you would make to the project idea? If yes, what improvements would you make?”

Result: Three areas of clarification were identified.

Response:

1. The help and detective tools are included within the design phase but are not clearly referenced in the project summary.
2. Developer feedback refers to update notes and information shared through official Phasmophobia channels [1].
3. As the project is currently hosted locally, accessibility concerns are valid and may be considered as a future development goal.

Action: Revise the project summary to improve clarity and reduce ambiguity.

Question 3:

3. How familiar are you with the Phasmophobia? Choose the option that suits you best from the following:

[More details](#)



Figure 14 – Question 3 of final main survey, “How familiar are you with the Phasmophobia? Choose the option that suits you best from the following:”

Result: Participants demonstrated varying levels of experience with the game.

Response: No response required.

Action: No action required.

Question 4:

4. If you have played Phasmophobia, what do you think about the usefulness of the new feature?

2 Responses

ID ↑	Name	Responses
1	anonymous	Very useful! I have a friend that I play with and this would be great for him to learn from
2	anonymous	I'm relatively new to the game so this seems like a good learning tool, especially with the new ghosts added recently

Figure 15 – Question 4 of final main survey, “If you have played Phasmophobia, what do you think about the usefulness of the new feature?”

Result: Responses were highly positive, indicating that participants considered the feature useful.

Response: No response required.

Action: Proceed with development as planned.

Question 5:

5. Are there any aspect of website development that have not been considered / covered by the aims and objectives?

3 Responses

ID ↑	Name	Responses
1	anonymous	A note on colour schemes hasn't been made I believe, are they staying the same? Is the style staying the same?
2	anonymous	Aesthetics maybe?
3	anonymous	Not that I can think of

Figure 16 – Question 5 of final main survey, “Are there any aspect of website development that have not been considered / covered by the aims and objectives?”

Result: Most feedback related to aesthetics and colour choices, which are addressed later in the survey.

Response: The intended colour scheme was designed to remain consistent with original website; however, this could have been communicated more clearly during planning.

Action: Provide clearer design guidance during future planning stages.

Question 6:

6. What rating would you give the current colour scheme and visual aspects? (1 being the worst, 5 being the best)

[More details](#)



Figure 17 – Question 6 of final main survey, “What rating would you give the current colour scheme and visual aspects? (1 being the worst, 5 being the best)”

Result: The colour scheme received positive feedback overall.

Response: No response required.

Action: Continue with the current design approach during implementation.

Question 7:

7. What rating would you give the current UX (user experience, website traversal, ease of accessibility)? (1 being the worst, 5 being the best) [More details](#)



Figure 18 – Question 7 of final main survey, “What rating would you give the current UX (user experience, website traversal, ease of accessibility)? (1 being the worst, 5 being the best)”

Result: Lower ratings were anticipated, as UX improvements had not yet been implemented.

Response: The limitations of the existing UX had already been identified.

Action: Continue implementing the planned UX improvements.

Question 8:

8. Are there any aspects of the design or UX you think could be improved? If yes, what improvements would you make?

3 Responses

ID ↑	Name	Responses
1	anonymous	Traversal is clunky, alot of information on one page etc. Would be nice to have a search feature?
2	anonymous	The ghost table involves alot of scrolling right now but I believe that is being worked on
3	anonymous	I like the colour scheme, the grid is hard to scroll through though

Figure 19 – Question 8 of final main survey, “Are there any aspects of the design or UX you think could be improved? If yes, what improvements would you make?”

Result: Participants generally disliked the original grid layout.

Response: This feedback aligns with previously identified UX issues.

Action: Continue redesigning the UI and replace the original grid layout.

Question 9:

9. Any other comments/improvements you wish to note can be made here:

1 Responses

ID ↑	Name	Responses
1	anonymous	How are you planning to keep up with ever changing game updates? Is maintenance something you'll have to consider?

Figure 20 – Question 9 of final main survey, “Any other comments/improvements you wish to note can be made here:”

- Result:** Participants highlighted the importance of keeping the website up to date.
- Response:** As Phasmophobia receives regular content updates, especially with the release of their upcoming roadmap [2].
- Action:** Include version and patch information to indicate the currency of website content.

2.2 IMPLEMENTATION

2.2.1 UI/UX

Full webpage implementation can be seen below:

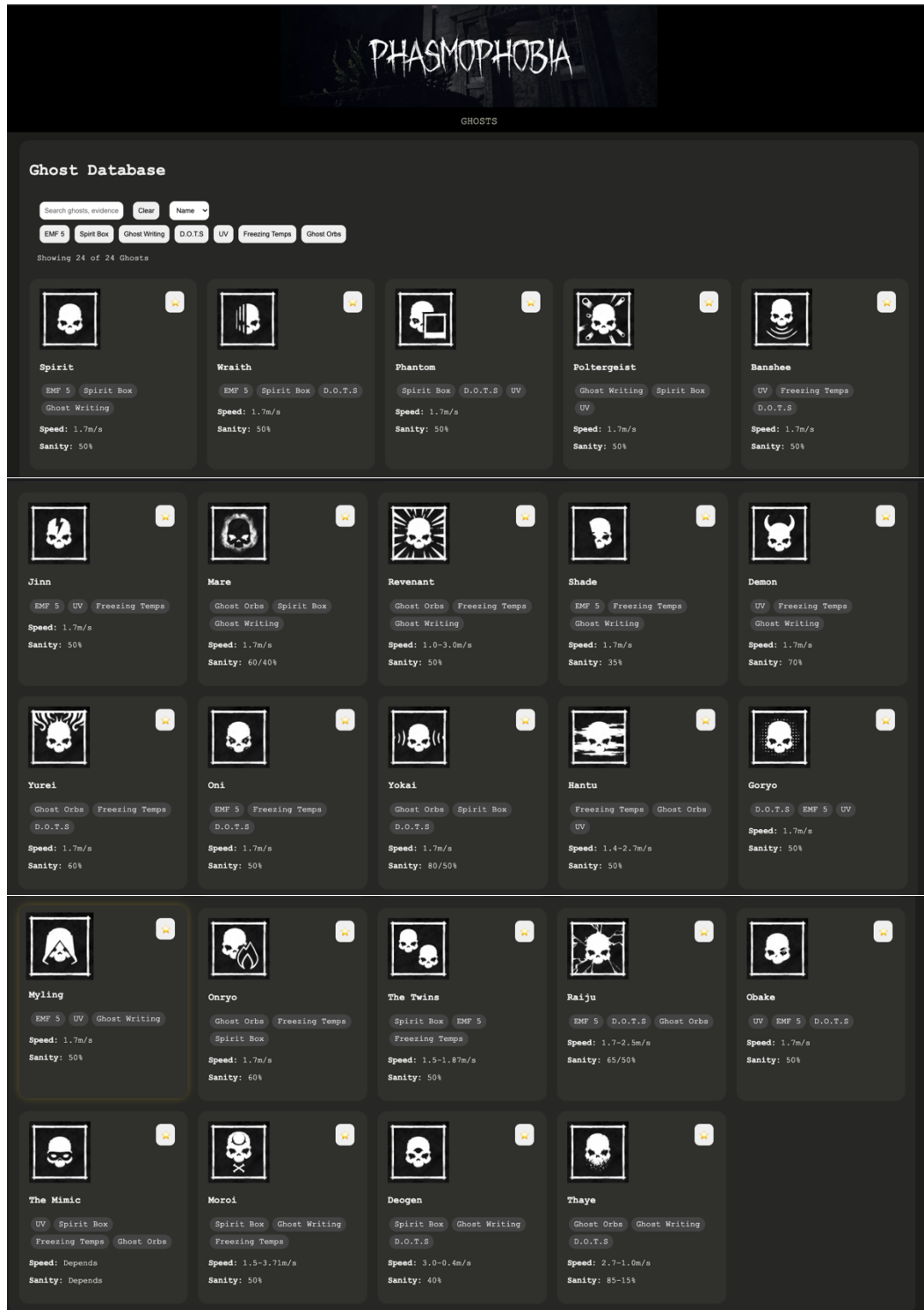


Figure 21 – Final implementation of website

Ghost inspection feature can be seen below:



Figure 22 – Final implementation of website, ghost inspection feature

How it works: When ghost card is clicked on, this pops up over background, dimming background and focusing on ghost information.

Ghost evidence tracker feature can be seen below:

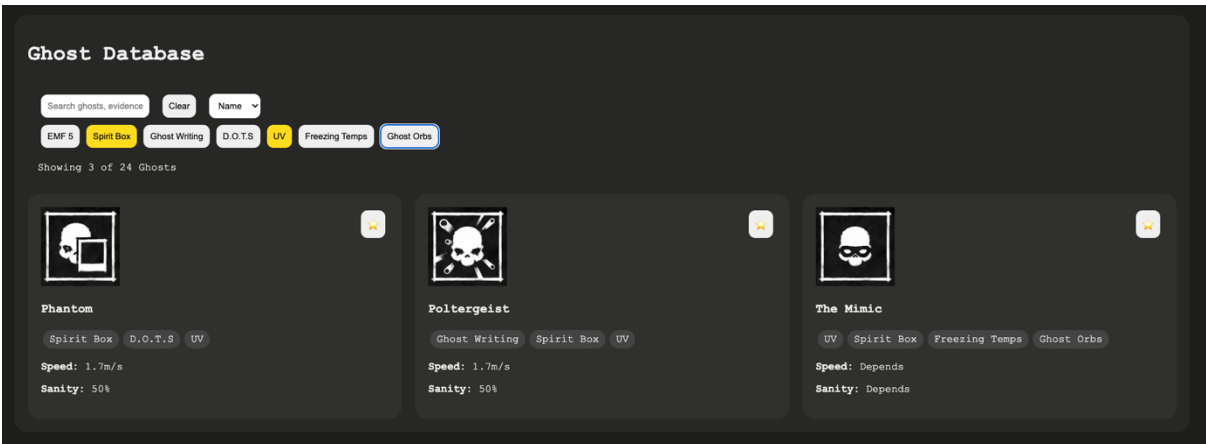


Figure 23 – Final implementation of website, ghost evidence tracker feature

How it works: Boxes (white and yellow) are clicked on to filter search

Search feature can be seen below:

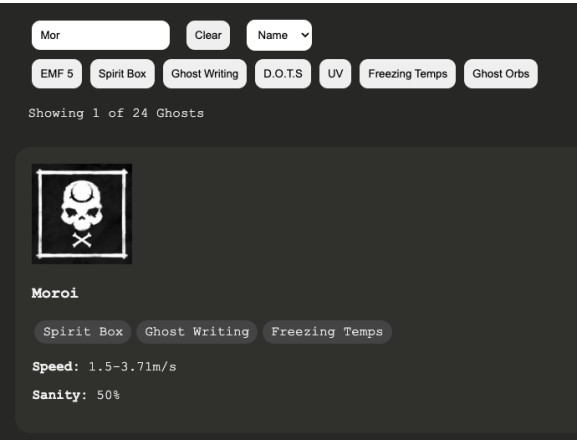


Figure 24 – Final implementation of website, search feature for named ghost

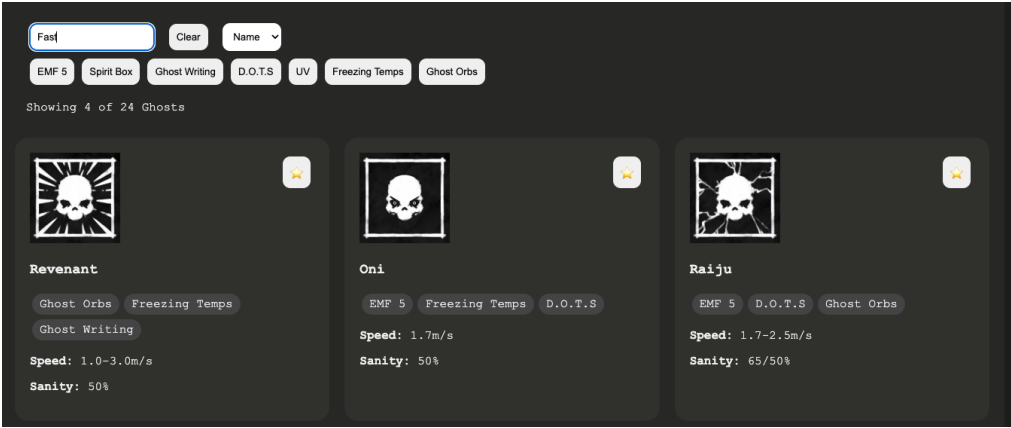


Figure 25 – Final implementation of website, search feature for ghost ability

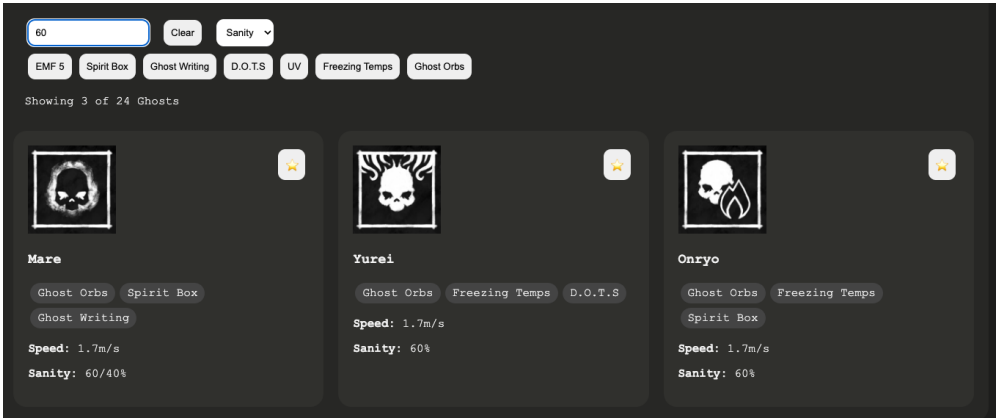


Figure 26 – Final implementation of website, search feature for ghost sanity threshold

How it works: Information about ghost, ghost name or sanity threshold can be search on by clicking in box and typing.

2.2.2 DATABASE

Database in JS for the first 3 ghosts can be seen below:

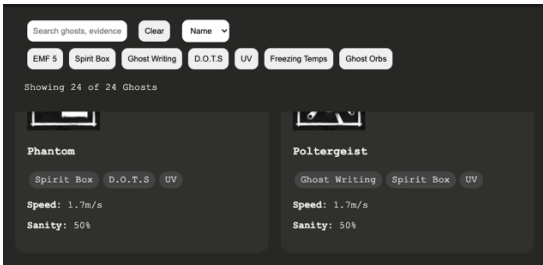
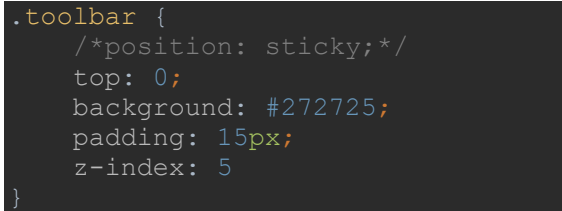
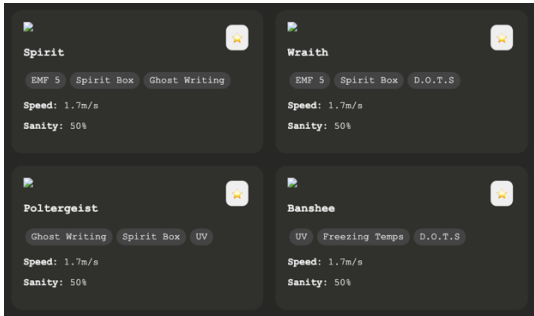
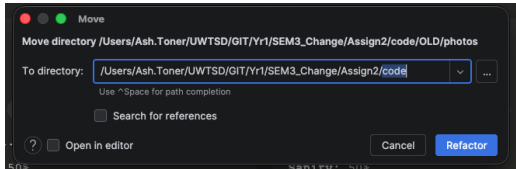
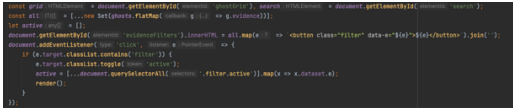
```
1  const ghosts : {(name: string, image: string,...} = [{
2      name: "Spirit",
3      image: "photos/spirit.webp",
4      evidence: ["EMF 5", "Spirit Box", "Ghost Writing"],
5      speed: "1.7m/s",
6      sanity: "50%",
7      info: "When incensing the ghost in a hunt, it takes 3 minutes to hunt again."
8  }, {
9      name: "Wraith",
10     image: "photos/wraith.webp",
11     evidence: ["EMF 5", "Spirit Box", "D.O.T.S"],
12     speed: "1.7m/s",
13     sanity: "50%",
14     info: "Can teleport to a player and never steps in salt."
15 }, {
16     name: "Phantom",
17     image: "photos/phantom.jpg",
18     evidence: ["Spirit Box", "D.O.T.S", "UV"],
19     speed: "1.7m/s",
20     sanity: "50%",
21     info: "Won't show in photos and has slow blinking."
22 }, {
```

Figure 24 – Final implementation of website, database in JS objects (only 3 records)

2.2.3 SUMMARY

UI/UX	○ Replaced the original table/grid layout with responsive ghost cards. ○ Added a ghost inspection feature to display detailed ghost information. ○ Implemented an evidence tracker to assist players during investigations. ○ Added a search function supporting ghost names, abilities, and sanity thresholds. ○ Improved navigation, accessibility, and overall user experience. ○ Enhanced responsiveness for improved compatibility across devices.
Database	○ Migrated ghost information from a static HTML table to JavaScript objects. ○ Enabled dynamic generation of ghost cards and content. ○ Reduced code duplication and improved maintainability. ○ Simplified future content updates and feature expansion. ○ Provided a scalable structure to support search and filtering functionality.

2.2.4 TROUBLESHOOTING

Problem Encountered Search bar stuck at top of page, even when scrolling down. 	Solution Removed CCS position tag [3] and let search bar sit at the top of the page. 
Images wouldn't show on new ghost cards, would show alt text instead. 	Photo folder didn't copy across properly and was placed inside a different directory. Refactored photos folder and images were restored 
Search feature was having issues, implementation was failing.	The following code snippet was added: 

3 ENTERPRISE & INNOVATION

3.1 INOVATION

3.1.1 DEVELOPMENT, DEPLOYMENT, MAINTENANCE AND EVOLUTION

If this project were implemented within Microsoft, an Agile approach using Kanban or Scrum [4] would be adopted to support continuous improvement and rapid delivery. Agile allows requirements to evolve throughout development while maintaining regular stakeholder feedback and testing cycles. The project source code would be managed using GitHub, providing version control [5], branching strategies and collaboration features. Continuous Integration and Continuous Deployment (CI/CD) pipelines could be implemented through GitHub Actions [6] to automate testing and deployment processes. Microsoft recommends GitHub Actions for automated deployment workflows and integration with Azure services [7][8].

The website would be developed using HTML, CSS and JavaScript, with accessibility requirements guided by WCAG 2.2 standards [9]. Automated testing and code reviews would be incorporated into the development lifecycle to improve reliability and maintain code quality. Infrastructure as Code (IaC) [8] could be used to create repeatable deployment environments, reducing configuration errors and improving consistency across development, testing and production environments.

For deployment, Microsoft Azure App Service would provide a scalable hosting platform capable of supporting increased user demand [7]. GitHub Actions could be configured to automatically deploy new releases to Azure whenever approved changes are merged into the main branch. This reduces manual deployment effort and supports frequent updates.

Following deployment, ongoing maintenance activities would include monitoring performance, addressing bugs, reviewing user feedback and updating content to reflect changes introduced through Phasmophobia patches and updates [10]. The project could evolve through the introduction of additional features such as user accounts, personalised investigation tools and other Phasmophobia related features and core game mechanics. Adopting a DevOps culture would support continuous improvement while ensuring the website remains accurate, secure and aligned with user requirements.

3.1.2 PEST ANALYSIS

Political	Microsoft operates globally and must comply with government regulations relating to cybersecurity, data protection and artificial intelligence. Increasing regulation of AI technologies, including the EU AI Act, may influence product development and operational processes. Microsoft has invested heavily in governance frameworks to address emerging regulatory requirements [11].
Economic	Demand for cloud computing and AI services continues to drive Microsoft's growth. However, economic downturns, inflation and reductions in business technology spending could affect revenue and customer adoption of new services. Microsoft's significant investment in cloud infrastructure also requires substantial financial commitment [12].
Social	Users increasingly expect accessible, reliable and secure digital services. There is also growing public interest in ethical AI, privacy protection and responsible handling of personal information. Microsoft addresses these expectations through its Responsible AI framework [13], which promotes fairness, transparency, accountability and privacy.
Technological	Rapid advances in artificial intelligence, cloud computing and automation create significant opportunities for innovation. Microsoft invests heavily in these technologies and integrates them across products such as Azure [7], GitHub [5] and Copilot. However, fast technological change requires continuous innovation to remain competitive.
Legal considerations	Microsoft must comply with legislation such as the UK GDPR and Data Protection Act 2018 [14] when collecting and processing user information. Any future implementation of user accounts or analytics within the project would require appropriate privacy controls, security measures and transparent data processing practices.
Ethical considerations	Ethical considerations include protecting user privacy, ensuring accessibility and preventing bias within AI-enabled features. Microsoft emphasises fairness, accountability, transparency, reliability and security within its Responsible AI principles [13]. These considerations should guide any future development of intelligent features within the project [15].

4 PROJECT REFLECTION

4.1 PRACTICAL FEEDBACK

4.1.1 DATA COLLECTION SURVEY

Final survey consisted of the following:

Interactive Game Help Guide Website: Phasmophobia - Final Implementation Version

Before completing this survey, please see project manager Ash Toner (email: 2514500@student.uwtsd.ac.uk) for implementation details and a copy of the website.

Project Summary: This project proposes the redesign and enhancement of an existing game help guide website. The current website contains limited information and lacks interactivity. The aim is to update the content, introduce interactive features like help/detective tools, in-depth help guides and developer feedback. The aims is to create a more streamlined user interface, resulting in a resource that is easier to navigate and more effective for players.

The purpose of this questionnaire is to evaluate the usability, functionality, and overall effectiveness of the implemented Phasmophobia companion website. Feedback gathered will be used to evaluate project outcomes and identify opportunities for future development.

Personal identifying information will not be collected or used in any way, responses will remain anonymous. Thank you for your time.

When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself.

* Required

1. How familiar are you with the Phasmophobia? Choose the option that suits you best from the following: *

☐ I have never heard of it

☐ I have heard of it but not played it

☐ I have played it a few times and have some experience with the game

☐ I have played it many times and have a lot of experience with the game

2. If you have played Phasmophobia, what did you think about the usefulness of the new feature? *

Enter your answer

3. What rating would you give the UX (user experience, website traversal, ease of accessibility)? (1 being the worst, 5 being the best) *

☆☆☆☆☆

4. Are there any aspects of the design or UX you think could be improved? If yes, what improvements would you make? *

Enter your answer

5. Choose the most appropriate response to your experience for the following statements: *

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
The ghost search feature is useful	☐	☐	☐	☐	☐
The new card layout is easier to navigate compared to the grid layout	☐	☐	☐	☐	☐
The evidence tracker is useful during investigations	☐	☐	☐	☐	☐
The ghost inspection feature helped you understand ghost behaviour easily	☐	☐	☐	☐	☐
The website is visually appealing and fit for theme	☐	☐	☐	☐	☐
I like the colour scheme	☐	☐	☐	☐	☐

6. What aspect of the website did you find most useful/interesting? *

Enter your answer

7. What improvements would you suggest for future development? *

Enter your answer

8. Any other comments/improvements you wish to note can be made here:

Enter your answer

You can print a copy of your answer after you submit

Submit

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Figure 25 – Final survey titled “Interactive Game Help Guide Website: Phasmophobia – Final Implementation Version”

4.1.2 SUMMARY OF FINDINGS / REFLECTIONS

Question 1

1. How familiar are you with the Phasmophobia? Choose the option that suits you best from the following:

[More details](#)



Figure 26 – Question 1 of final implementation survey, “How familiar are you with the Phasmophobia? Choose the option that suits you best from the following:”

Response Participants had varying levels of experience with Phasmophobia, providing feedback from both newer and more experienced players.

Question 2

2. If you have played Phasmophobia, what did you think about the usefulness of the new feature?

2 Responses

ID ↑	Name	Responses
1	anonymous	So helpful! It's useful that I can search for "fast" and I get a list of all the ghost with fast movement speeds
2	anonymous	Good, enjoyed you easy it was to search stuff

Figure 27 – Question 2 of final implementation survey, “If you have played Phasmophobia, what did you think about the usefulness of the new feature?”

Response Feedback was positive overall, with participants highlighting the usefulness of the search functionality and its ability to quickly locate ghost information.

Question 3

3. What rating would you give the UX (user experience, website traversal, ease of accessibility)? (1 being the worst, 5 being the best) [More details](#)



Figure 28 – Question 3 of final implementation survey, “What rating would you give the UX (user experience, website traversal, ease of accessibility)? (1 being the worst, 5 being the best)”

Response Results indicate that the implemented UX improvements were well received and improved overall website usability.

Question 4

4. Are there any aspects of the design or UX you think could be improved? If yes, what improvements would you make?

3 Responses

ID ↑	Name	Responses
1	anonymous	No, I like the cards rather than the grid
2	anonymous	When search results only reveal one ghost, it would be nice to see a smaller ghost card rather than it taking up the entire screen
3	anonymous	Nope

Figure 29 – Question 4 of final implementation survey, “Are there any aspects of the design or UX you think could be improved? If yes, what improvements would you make?”

Response Any suggestions provided should be considered for future development to further improve the user experience and functionality.

Question 5

5. Choose the most appropriate response to your experience for the following statements:

[More details](#)

● Strongly Disagree ● Disagree ● Neutral ● Agree ● Strongly Agree

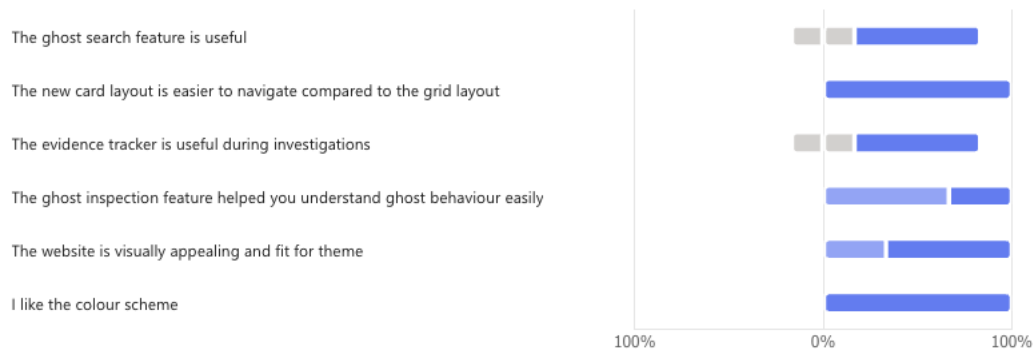


Figure 30 – Question 5 of final implementation survey, “Choose the most appropriate response to your experience for the following statements:”

Response Responses were generally positive, indicating that participants found the website easy to use and the implemented features effective.

Question 6

6. What aspect of the website did you find most useful/interesting?

3 Responses

ID ↑	Name	Responses
1	anonymous	I like how easy everything was to find and that it scaled!
2	anonymous	I like that the cards changed colour, like the glowed when you hovered over them
3	anonymous	I thought the layout was nice

Figure 31 – Question 6 of final implementation survey, “What aspect of the website did you find most useful/interesting?”

Response The search and evidence-tracking features were identified as the most useful aspects of the website, helping users access information efficiently.

Question 7

7. What improvements would you suggest for future development?

3 Responses

ID ↑	Name	Responses
1	anonymous	More information on there about the ghost and more search categories would be cool
2	anonymous	Like I said earlier, it would be nice if the cards were the same size when searched
3	anonymous	Maybe more information? I think there are other aspects to the game you could cover like items and maps

Figure 32 – Question 7 of final implementation survey, “What improvements would you suggest for future development?”

Response Suggestions will be reviewed for future updates and may support the addition of further functionality and improvements to usability.

Question 8

8. Any other comments/improvements you wish to note can be made here:

0
Responses

0 responses submitted



Figure 33 – Question 8 of final implementation survey, “Any other comments/improvements you wish to note can be made here:”

Response No response required.

4.1.3 FUTURE CONSIDERATIONS

Area	Consideration	Reason
User Interface	Further refine the card layout and visual hierarchy of ghost information.	Improve readability and reduce the time required for users to locate relevant information.
Search Functionality	Implement advanced filtering using multiple evidence selections and exclusion criteria.	Improve investigation support and more closely align with in-game workflows.
Data Management	Replace static JavaScript objects with a dedicated database solution.	Improve scalability and simplify future content updates.
Infrastructure	Introduce a Node.js and npm based development environment.	Support dependency management, automated tooling and future project growth.
Accessibility	Conduct further accessibility reviews against WCAG 2.2 [9] guidelines.	Ensure continued compliance and improve accessibility for a wider range of users.
Deployment	Introduce CI/CD pipelines using GitHub Actions and Azure App Service.	Automate deployment and streamline software delivery.
Content Management	Introduce automated update processes for game patches and ghost information.	Reduce maintenance effort and improve information accuracy.
Security	Implement input validation and security reviews before future feature expansions.	Improve resilience against potential vulnerabilities.

4.2 PROJECT PROGRESS DIARY

Project progress was managed using progress sheets (see appendix), review dates and milestone tracking. This approach provided a clear structure throughout development and helped ensure that tasks were completed within the planned timeframe. The use of regular progress reviews made it easier to monitor development activities, identify priorities and adjust plans where necessary.

Throughout the project, valuable experience was gained in project planning, task management and iterative development. Breaking the project into smaller objectives improved organisation and made larger development tasks more manageable. The use of GitHub also reinforced the importance of version control, change tracking and maintaining reliable backups throughout the software development lifecycle.

The project was completed successfully and met its original objectives. However, reflection identified several areas for improvement. Future projects would benefit from a stronger technical foundation through the use of Node.js [16] and npm [17], enabling dependencies, testing frameworks and development tools to be managed more effectively. Greater consideration would also be given to automated testing, deployment pipelines and long-term scalability from the beginning of the project. Overall, the project highlighted the importance of effective planning, regular review cycles and adaptability when managing a software development project.

4.3 SKILLS

A range of technical and project management skills were developed throughout this module. Knowledge of HTML, CSS and JavaScript was enhanced through the redesign of an existing website and the implementation of interactive features, including searchable ghost cards, evidence tracking and filtering functionality. Understanding of UI/UX design principles, responsive web development and data structuring using JavaScript objects was also improved.

Experience was gained in the use of GitHub for version control, supporting code management, change tracking and backup processes throughout development. The completion of project planning activities, progress reviews and user feedback analysis further developed skills in organisation, problem-solving and iterative development. Collectively, these skills have increased understanding of the software development lifecycle and will support future academic and professional projects.

4.4 POSITIVE SOCIAL IMPACT (PSI)

This project has the potential to positively impact society by providing an accessible and user-friendly source of information for the Phasmophobia community. The implementation of search, filtering, and evidence-tracking features enables users to locate information more efficiently, improving the overall user experience. Additionally, the project encouraged the development of valuable technical skills, including HTML, CSS, JavaScript, GitHub version control, UI/UX design, and user-centred development. These skills are directly transferable to professional software development and can be applied to future projects that benefit wider communities. The project also highlights the importance of accessibility, maintainability, and continuous improvement when developing digital solutions.

5 CONCLUSION

This project successfully achieved its aim of improving an existing Phasmophobia help guide website through the implementation of enhanced functionality, improved usability and a more modern user experience. Feedback collected during both the initial and final survey stages played a significant role in guiding development decisions. Early feedback identified issues with questionnaire design, project clarity and the original website's user experience, particularly the use of large grid-based layouts. These findings informed subsequent design decisions and helped focus development efforts on areas most beneficial to users.

The final implementation introduced several significant improvements, including responsive ghost cards, a ghost inspection feature, evidence-tracking functionality and advanced search capabilities. In addition, ghost data was migrated from a static HTML table to JavaScript objects, improving maintainability, scalability and reducing code duplication. User feedback gathered following implementation indicated that the new features were well received, with the search and evidence-tracking tools identified as particularly useful additions.

Although the project met its objectives, several opportunities for future development were identified, including the implementation of a dedicated database solution, improved filtering functionality, stronger development infrastructure through Node.js and npm, automated deployment pipelines, and continued accessibility improvements. Overall, the project demonstrated the value of user-centred design, iterative development and continuous feedback, resulting in a more effective and maintainable solution than the original website.

6 REFERENCE LIST

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7 APPENDIX

- * **PROGRESS SHEETS** AND OTHER SUPPORTING INFORMATION TO TASK ANSWERS.
- * **CPD EVIDENCE** OF ENGAGEMENT WITH AN ONLINE CERTIFIED COURSE, RELATED TO THE ASSIGNMENT, FROM

7.1 PROGRESS SHEETS

Progress document can be found here:



If that does not work, the context can be found below:

7.1.1 INFORMATION

Name: Ash Toner (2514500)

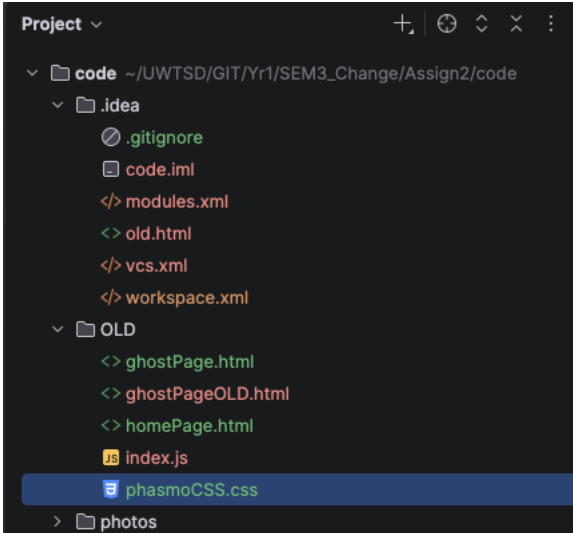
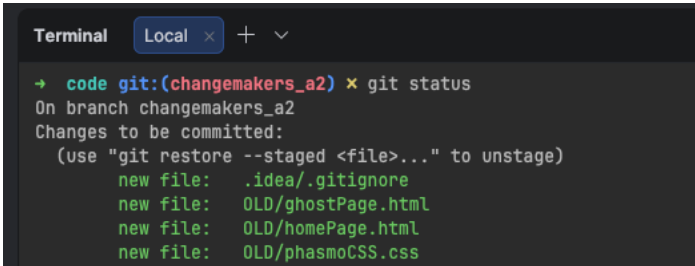
Programme: Software Development – L5 Changemakers: Creativity and Value Creation

Aim: To design and develop an interactive Phasmophobia help guide website that improves usability, accessibility, and player support through interactive features.

Specific	Analyse the current implementation of the website to identify usability issues, missing content, and opportunities for improvement.
Measurable	Produce a redesigned user interface and document a minimum of five improvements to functionality, content, or usability.
Achievable	Develop and implement at least one interactive feature, such as a ghost detection tool or evidence tracking system.
Relevant	Ensure the website contains accurate and up-to-date game information, including recent updates, patch notes, and gameplay changes.
Time-Bound	Complete the analysis, redesign, development, testing, and evaluation phases by 7 August 2026, in line with the Assignment 2 deadline.

7.1.2 UPDATES

7.1.2.1 UPDATE 1

Date:	11/06/2026
Progress:	Created new project and imported old files, also set up GitHub connections to existing GH repo  
Actions:	Next task: Ghost data storage in preparation for FE dev work

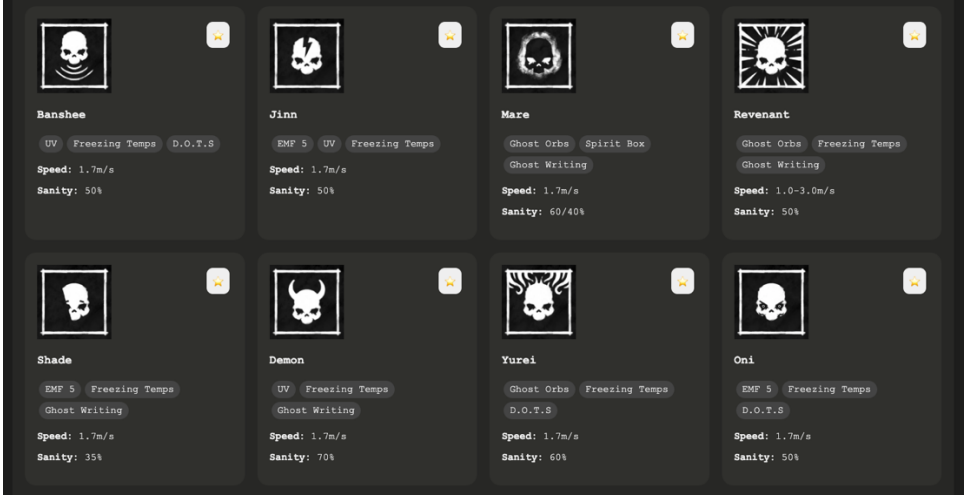
Next review date: 15/06/2026

7.1.2.2 UPDATE 2

Date:	15/06/2026
Progress:	Progress made on ghost data storage: Ghosts moved to JS class until BE development is started <pre> const ghosts : [{name: string, image: string,...} = [{ name: "Spirit", image: "photos/spirit.webp", evidence: ["EMF 5", "Spirit Box", "Ghost Writing"], speed: "1.7m/s", sanity: "50%", info: "When incensing the ghost in a hunt, it takes 3 minutes to hunt again." }, { name: "Wraith", image: "photos/wraith.webp", evidence: ["EMF 5", "Spirit Box", "D.O.T.S"], speed: "1.7m/s", sanity: "50%", info: "Can teleport to a player and never steps in salt." }, { name: "Phantom", image: "photos/phantom.jpg", evidence: ["Spirit Box", "D.O.T.S", "UV"], speed: "1.7m/s", sanity: "50%", info: "Won't show in photos and has slow blinking." }, { name: "Poltergeist", image: "photos/poltergeist.webp", evidence: ["Ghost Writing", "Spirit Box", "UV"], speed: "1.7m/s", sanity: "50%", info: "Throws objects frequently." }, { name: "Banshee", image: "photos/banshee.jpg", evidence: ["UV", "Freezing Temps", "D.O.T.S"], speed: "1.7m/s", sanity: "50%", info: "Targets one player." }, { </pre>
Actions:	Next task: Work on FE dev now local JS data storage has been made

Next review date: 22/06/2026

7.1.2.3 UPDATE 3

Date:	22/06/2026
Progress:	Major FE dev work completed, ghost moved from table to custom CSS cards, generating automatically (this greatly reduced the volume of HTML) 
Actions:	Next task: Generate HTML and CSS search features

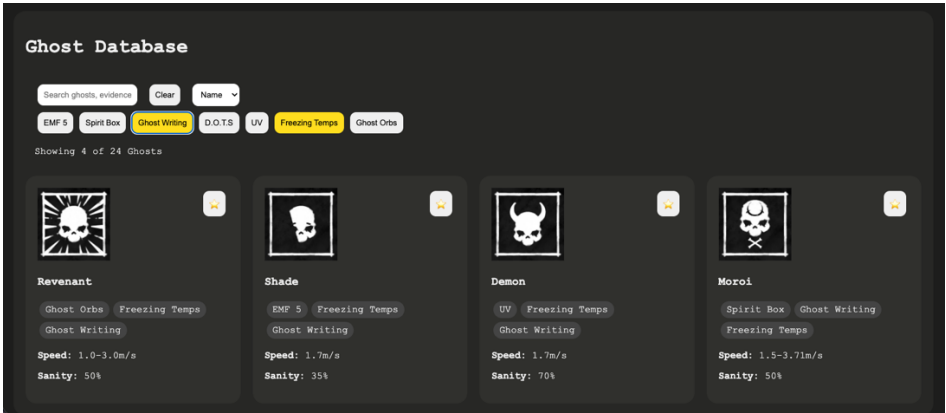
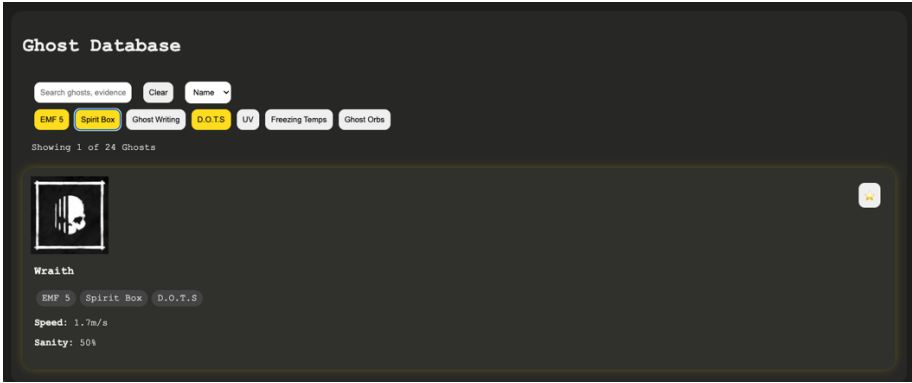
Next review date: 26/06/2026

7.1.2.4 UPDATE 4

Date:	26/06/2026
Progress:	Make custom cards for ghost types to display additional information (more information relating to each ghost type is to be added in a later update)  
Actions:	Next task: Finish FE dev work

Next review date: 11/07/2026

7.1.2.5 UPDATE 5

Date:	11/07/2026
Progress:	Completed FE dev work, added full JS functionality with searching and filtering   Also decided all code contained in the FE sufficed for project and so no further BE dev work is needed.
Actions:	Stop, code completed.

7.2 CPD EVIDENCE

The following course was partially completed before FE development began:

Frontend web developer Modern HTML CSS JavaScript

Quick Starting guide for Web design covering all the modern coding syntax for HTML CSS and JavaScript and JavaScript DOM

4.5 ★★★★★ (6,481 ratings) 17,509 students

Created by [Laurence Svekis](#)

🕒 Last updated 06/2025 🌐 English 🗨️ English [Auto], French [Auto], [3 more](#)

What you'll learn

- ✓ How to create web pages with HTML and CSS
- ✓ Create interactive web content with JavaScript
- ✓ Basics of coding JavaScript
- ✓ Bring your web pages to life with Code
- ✓ Modern Responsive WebSites
- ✓ Interactive and Dynamic Web Pages

Course consists of 12h 12m of teaching but after taking into consideration currently knowledge from a workplace environment, not all course lectures needed to be attended.

The following sections were attended as a refresh into FE development work:

✓ How to create a modern website from scratch Responsive web design	8 lectures • 1hr 15min
✓ JavaScript Coding Examples answers to Q&A and useful code with JavaScript	14 lectures • 1hr 34min
✓ Advanced JavaScript Exercises	4 lectures • 24min
✓ Web Design and Development Helpful Videos and lessons	3 lectures • 12min